AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all previous listings and versions of claims in this application.

1. (Cancelled)

2 - 3. (Cancelled)

4. (Previously Presented) A method as recited in claim 63 further comprising providing an editing tool for at least one participant to modify the dynamic rich media objects.

5. (Cancelled)

6. (Cancelled)

7 - 9. (Cancelled)

10. (Previously Presented) A method as recited in claim 63, wherein the storing comprises storing object attributes in XML for a plurality of the dynamic rich media objects.

11. (Cancelled)

12. (Previously Presented) A method as recited in claim 63 wherein each dynamic rich media object includes a start time and stop time for that dynamic rich media object.

13. (Previously Presented) A method as recited in claim 63 wherein the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics.

14. (Previously Presented) A method as recited in claim 13 wherein the dynamic rich media objects have format characteristics that include at least player type and bandwidth.

15. (Previously Presented) A method as recited in claim 63 wherein the rich media presentation includes at least one dynamic rich media object selected based on participant profiling.

16. (Previously Presented) A method as recited in claim 15, in which participant profiling includes permission levels.

17. (Previously Presented) A method as recited in claim 15, in which participant profiling includes system attributes.

18. (Previously Presented) A method as recited in claim 17, in which system attributes are selected from the group comprising bandwidth and player type.

19 -22 (Cancelled)

23. (Previously Presented) A method as recited in claim 63 further comprising providing a search engine for searching the attribute fields of the dynamic rich media objects associated with the rich media presentation.

24. (Cancelled)

25. (Previously Presented) A method as recited in claim 63 wherein the participant input field stores information in a form of a quiz response.

26. (Previously Presented) A system as recited in claim 64 wherein the server is configured to provide an editing tool for at least one participant to modify the dynamic rich media objects.

27. (Cancelled)

28. (Previously Presented) A system as recited in claim 64, wherein the server is configured to store object attributes in XML for a plurality of the dynamic rich media objects.

29. (Cancelled)

30. (Previously Presented) A system as recited in claim 64 wherein each dynamic object includes a start time and stop time for that dynamic rich media object.

31. (Previously Presented) A system as recited in claim 64 wherein the server stores the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics.

32. (Previously Presented) A system as recited in claim 31 wherein the dynamic rich media objects have format characteristics that include at least player type and bandwidth.

33. (Previously Presented) A system as recited in claim 64 wherein the rich media presentation includes at least one dynamic rich media object selected based on participant profiling.

34. (Previously Presented) A system as recited in claim 33, in which participant profiling includes permission levels.

35. (Previously Presented) A system as recited in claim 33, in which participant profiling includes system attributes.

36. (Previously Presented) A system as recited in claim 35, in which participant attributes are selected from the group comprising bandwidth and player type.

37 - 40 (Cancelled)

41. (Previously Presented) A system as recited in claim 64 wherein the server is configured to provide a search engine for searching the attribute field of the dynamic rich media objects associated with the rich media presentation.

42. (Cancelled)

43. (Previously Presented) A system as recited in claim 64 wherein the participant input field stores information in a form of a quiz response.

44. (Cancelled)

45. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the process further comprising providing an editing tool for at least one participant to modify the dynamic rich media objects.

46. (Cancelled)

47. (Previously Presented) A computer-readable medium as recited in claim 65, wherein the storing comprises storing object attributes in XML for a plurality of the dynamic rich media objects.

48. (Cancelled).

49. (Previously Presented) A computer-readable medium as recited in claim 65 wherein each dynamic rich media object includes a start time and stop time for that dynamic rich media object.

50. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics.

51. (Previously Presented) A computer-readable medium as recited in claim 50 wherein the dynamic rich media objects have format characteristics that include at least player type and bandwidth.

52. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the rich media presentation includes at least one dynamic rich media object selected based on participant profiling.

53. (Previously Presented) A computer-readable medium as recited in claim 52, in which participant profiling includes permission levels.

54. (Previously Presented) A computer-readable medium as recited in claim 53, in which participant profiling includes system attributes.

55. (Previously Presented) A computer-readable medium as recited in claim 54, in which participant attributes are selected from the group comprising bandwidth and player type.

56 - 59 (Cancelled)

60. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the process further comprising providing a search engine for searching the attributes of the dynamic rich media objects associated with the rich media presentation.

61. (Cancelled)

62. (Previously Presented) A computer-readable medium as recited in claim 65 wherein the participant input field stores information in a form of a quiz response.

63. (Currently Amended) A method for sharing multimedia presentations among a group of participants, comprising:

> providing rich media files comprising a plurality of different types of rich media;
>
> storing the rich media files in a searchable database as dynamic rich media objects that are defined in accordance with an object data model having a plurality of predefined object attribute fields for rich media presentations, wherein the object data model supports a plurality of queries used to search and retrieve stored dynamic rich media objects based on data contents of the

plurality of predefined object attribute fields for each dynamic rich media object, wherein the predefined object attribute fields are defined to include:

   an object identifier field for storing an object identifier that identifies a corresponding dynamic rich media object,

   a start-time field for storing a start time attribute for the corresponding dynamic rich media object;

   a participant-access control permission key field for storing participant-access control permission keys for the corresponding dynamic rich media object;

   one or more participant-progress tracking fields that store a tracking attribute that identifies a participant's personal progress in viewing the corresponding dynamic rich media object, and

   one or more participant input fields that store participant inputs that are received in response to participant interaction with the corresponding dynamic rich media object;

creating a rich media presentation by associating a group of the dynamic rich media objects with an identifier for the presentation and one or more participant access control permission keys;

providing a participant interface for selectively requesting to view the presentation, and for receiving input from a participant in the group of participants in connection with one or more dynamic rich media objects when presented to the participant as part of the presentation;

in response to a request to view the presentation, automatically assembling a plurality of the dynamic rich media objects in real time on a server so that the dynamic rich media objects are displayed on the basis of the start-time attribute of each dynamic rich media object, wherein the server distributes to a requesting participant a version of the rich media presentation that dynamically varies in response to the participant-access control-permission keys and one or more participant-progress tracking attributes related to the requesting participant; and

storing participant-progress tracking and participant input in the database when the requesting participant has viewed at least a portion of one or more of the dynamic rich media objects in the presentation,

whereby when one of the participant's requests to view the presentation after watching at least a portion of one or more of the dynamic rich media objects in the presentation, [[the]] a percentage of the multimedia presentation viewed by a requesting participant can be is computed.

64. (Currently Amended) A system for delivering presentations to network connected participants of the presentation, comprising:

a server configured to:

receive rich media files comprising a plurality of different types of rich media

store the rich media files in a searchable database as dynamic rich media objects that are defined in accordance with an object data model having a plurality of predefined object attribute fields for rich media presentations, wherein the object data model supports a plurality of queries used to search and retrieve stored dynamic rich media objects based on data contents of the plurality of predefined object attribute fields for each dynamic rich media, wherein the predefined object attribute fields are defined to include:

an object identifier field for storing an object identifier that identifies a corresponding dynamic rich media object,

a start-time field for storing a start time attribute for the corresponding dynamic rich media object;

a participant-access control permission key field for storing participant-access control permission keys for the corresponding dynamic rich media object;

one or more participant-progress tracking fields that store a tracking attribute that identifies a participant's personal progress in viewing the corresponding dynamic rich media object, and

one or more participant input fields that store participant inputs that
are received in response to participant interaction with the
corresponding the dynamic rich media object;

create a rich media presentation by associating a group of the dynamic rich
media objects with an identifier for the presentation and one or more
participant-access control permission keys;

provide a participant interface for selectively requesting to view the
presentation, and for receiving input from a participant in the group of
participants in connection with one or more dynamic rich media objects
when presented to the participant as part of the presentation;

in response to a request to view the presentation, automatically assemble a
plurality of the dynamic rich media objects in real time so that the dynamic
rich media objects are displayed on the basis of the start-time attribute of
each dynamic rich media object wherein the server distributes to a
requesting participant a version of the rich media presentation that
dynamically varies in response to the participant-access control permission
keys and one or more participant-progress tracking attributes related to the
requesting participant; and

store participant-progress tracking and participant inputs in the database when
the requesting participant has viewed at least a portion of one or more of the
dynamic rich media objects in the presentation,

whereby when one of the participant's requests to view the presentation after
watching at least a portion of one or more of the dynamic rich media objects in the
presentation, [[the]] a percentage of the multimedia presentation viewed by a requesting
participant can be is computed.

65. (Currently Amended) A system computer-readable medium storing computer-
executable process steps for sharing a rich media presentation among a group of
participants, comprising said process steps comprising steps for:

means for providing rich media files comprising a plurality of different types
of rich media;

9

means for storing the rich media files in a searchable database as dynamic rich
media objects that are defined in accordance with an object data model
having a plurality of predefined object attribute fields for rich media
presentations, wherein the object data model supports a plurality of queries
used to search and retrieve stored dynamic rich media objects based on data
contents of the plurality of predefined object attribute fields for each
dynamic rich media object, wherein the predefined object attribute fields are
defined to include:

    an object identifier field for storing an object identifier that
        identifies a corresponding dynamic rich media object,

    a start-time field for storing a start time attribute for the
        corresponding dynamic rich media object;

    a participant-access control permission key field for storing
        participant-access control permission keys for the corresponding
        dynamic rich media object;

    one or more participant-progress tracking fields that store a tracking
        attribute that identifies a participant's personal progress in
        viewing the corresponding dynamic rich media object, and

    one or more participant input fields that store participant inputs that
        are received in response to participant interaction with the
        corresponding dynamic rich media object;

means for creating a rich media presentation by associating a group of the
dynamic rich media objects with an identifier for the presentation and one
or more participant access control permission keys;

means for providing a participant interface for selectively requesting to view
the presentation, and for receiving input from a participant in the group of
participants in connection with one or more dynamic rich media objects
when presented to the participant as part of the presentation;

means for, in response to a request to view the presentation, automatically
assembling a plurality of the dynamic rich media objects in real time on a
server so that the dynamic rich media objects are displayed on the basis of

the start-time attribute of each dynamic rich media object, wherein the server distributes to a requesting participant, a version of the rich media presentation that dynamically varies in response to the participant-access control permission keys and one or more participant-progress tracking attributes related to the requesting participant; and

means for storing participant-progress tracking and participant input in the database when the requesting participant has viewed at least a portion of one or more of the dynamic rich media objects in the presentation.

whereby when one of the participant's requests to view the presentation after watching at least a portion of one or more of the dynamic rich media objects in the presentation, [[the]] a percentage of the multimedia presentation viewed by a requesting participant can be is computed.

66. (Previously Presented) A method as recited in claim 63 further comprising generating a usage report based on the attributes of the dynamic objects of the rich media presentation.

67. (Previously Presented) A method as recited in claim 63 wherein the object attribute fields further comprises a quiz success status field.

68. (Previously Presented) A system as recited in claim 64 wherein the server is further configured to generate a usage report based on the attributes of the dynamic objects of the rich media presentation.

69. (Previously Presented) A system as recited in claim 64 wherein the object attribute fields further comprises a quiz success status field.

70. (Currently Amended) A system computer readable medium as recited in claim 65 wherein the process further comprises further comprising a means for generating a usage report based on the attributes of the dynamic objects of the rich media presentation.

11

71. (Currently Amended) A system computer readable medium as recited in claim 65 wherein the object attribute fields further comprises a quiz success status field.

72. (Previously Presented) The method of claim 63 wherein participant-progress tracking includes the number of bytes streamed from the server to the participant.

73. (Previously Presented) The method of claim 63 wherein the participant-progress tracking includes the percent of the presentation that was viewed.

74. (Previously Presented) The method of claim 63 wherein the participant-progress tracking includes the percentage of slides that were viewed.

75. (Previously Presented) The system of claim 64 wherein participant-progress tracking includes the number of bytes streamed from the server to the participant.

76. (Previously Presented) The system of claim 64 wherein the participant-progress tracking includes the percent of the presentation that was viewed.

77. (Previously Presented) The system of claim 64 wherein the participant-progress tracking includes the percentage of slides that were viewed.

78. (Currently Amended) The system computer readable medium of claim 65 wherein participant-progress tracking includes the number of bytes streamed from the server to the participant.

79. (Currently Amended) The system computer readable medium of claim 65 wherein the participant-progress tracking includes the percent of the presentation that was viewed.

80. (Currently Amended) The system computer readable medium of claim 65 wherein the participant-progress tracking includes the percentage of slides that were viewed.

81. (Previously Presented) The method of claim 63 further comprising configuring the multi-media presentation to include one or more mandatory components.

82. (Previously Presented) The method of claim 81 wherein the mandatory component is a quiz.

83. (Previously Presented) The method of claim 81 wherein the mandatory component is whether a view has read a document.

84. (Previously Presented) The system of claim 64 wherein the system is further configured to specify one or more mandatory components of multi-media presentation.

85. (Previously Presented) The system of claim 84 wherein the mandatory component is a quiz.

86. (Previously Presented) The system of claim 84 wherein the mandatory component is whether a view has read a document.

87. (Currently Amended) The system ~~computer readable medium~~ of claim 65 wherein the computer readable medium is further configured to specify one or more mandatory components of multi-media presentation.

88. (Currently Amended) The system ~~computer readable medium~~ of claim 81 wherein the mandatory component is a quiz.

89. (Currently Amended) The system ~~computer readable medium~~ of claim 81 wherein the mandatory component is whether a view has read a document.